

## Contact

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(LinkedIn)

[sites.google.com/site/](http://sites.google.com/site/josephthefourth/resume)

[josephthefourth/resume](http://josephthefourth/resume) (Portfolio)

[www.jetsetgames.net](http://www.jetsetgames.net) (Company)

[www.working-as-designed.com](http://www.working-as-designed.com)

(Blog)

## Top Skills

Game Development

Game Design

Computer Games

# Joseph Hewitt

Senior Game Designer - Currently Looking for New Position

Las Vegas, Nevada Area

## Summary

Years of experience creating numerous best-selling and award winning PC, console and mobile titles

An avid gamer, team player, and fast learner with excellent communication & coordination skills

Focused attention to detail, strong aesthetic eye, and some serious pride in workmanship

Horrible resume writing skills, but decent sense of humor. Much better in person or over the phone

Able to roll a 50-cent piece across the back of my fingers. Not particularly relevant, but you have to admit it caught your attention.

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## Experience

ARIA Resort & Casino

Supervisor Pit Clerk Department

November 2013 - Present (6 years 9 months)

Las Vegas, Nevada, United States

In charge of the Pit Clerk department on the casino floor. The department handles player ratings, issuing & redemption of markers, table fills & credits and generally helps the Table Games department.

Jet Set Games, Inc.

Creative Director

2009 - 2013 (4 years)

Las Vegas, Nevada Area

Lead Designer, Writer and Artist on all three chapters of Highborn, an actually hilarious, laugh-out-loud, (so the reviewers assure me) turn-based strategy game for iOS and Android devices

- Reached #8 on the Apple Paid Apps list
- Ron Gilbert said he liked it for whatever that may be worth

Lead Designer and Writer for Conspiracy, a secret world full of coded messages, covert infiltration and corporate espionage hidden within an action/puzzle game for PlayStation Home Online

- Free-to-Play supported by micro-transactions
- “You are not paranoid; we are out to get you.”

## Interzone Games

Creative Director

2008 - 2009 (1 year)

Lead Designer of Interzone Futebol (a.k.a. Online Soccer Champions), a PC, MMO soccer game

- Taking the helm of a product that had lost its focus and working to realign it with minimal disruption or loss of already completed work
- Making sure we focused first on core gameplay while keeping future upgrades in mind
- Coordinating with teams in the United States, China, and Brazil

## Auran Games

Lead Content Designer

February 2004 - January 2008 (4 years)

Lead Content Designer of Fury, a PC, MMO-style, arena combat game

- Authoring and maintaining ownership of Content Design: levels, prose, interface and social systems
- Oversight of art creation and implementation
- Worked with QA lead to focus testing and insure balanced content (No choice, I was married to her.)

## Sony Online Entertainment

Star Wars Galaxies CS & Knowledge Base Admin

June 2003 - January 2004 (8 months)

Priority CS access team for Star Wars Galaxies at launch, handling in game stuck and harassment issues tickets

- Working with players in and out of game to solve their customer service issues
- Investigating bugs and system flaws
- On my own initiative I took over Knowledge Base and created policy for auditing solutions and entering new issues as things were getting seriously out of date

Westwood Studios  
Senior Artist / Designer  
1988 - 2002 (14 years)

Involved in the creation of nearly every title developed by Westwood over 14 years

Hired as an artist back when dedicated game designers were almost unheard of. I did a bit of everything:

- Level building, scripting, game systems, puzzles, user- interface, story and play balancing
- Supervised many production teams: assigning tasks, approving work, managing the pipeline and interfacing between art, design and programming
- Design of in-house tools, systems and implementation methods

Notable multi-million selling titles & series include:

- Dune II the game that created the Real-Time Strategy genera
- Command & Conquer series which further defined the RTS genera
- AD&D Eye of the Beholder series that evolved dungeon-crawl role-playing games to new heights (or should that be depths?)
- Kyrandia series that revive adventure games
- Disney's The Lion King which broke sales records after only 6-month development timeline
- AD&D Dragon Strike an amazing dragon flight simulator that married fantasy and simulation gamers

Vast experience on multiple platforms including converting many games to other systems

Designed Mega-WICE (Westwood Icon & Character Editor) which was shipped with the SEGA Genesis Dev Kit as the character graphic art tool. (Sorry about that. The fully flushed out, in-house version was much better.)

Testament: Live Action Role-Playing Game  
Owner & Story Teller  
1996 - 1998 (2 years)

Running the live action version of White Wolf's "Vampire: The Masquerade." This is a cross between table top role-playing and improvisational theatre. People meet to actually act out their character face to face with other characters based on The Mind's Eye live action rule set.

Coordinated an on going, real time, live action, story for a player base of up to 80 active players at its peak with 6 narrators and several non-player characters on the fly.

Creating a pre-game history of the game's Las Vegas setting, incorporating real historical people and events into a fictional storyline that fit into White Wolf's #World of Darkness# setting.

Writing storyline, scripting and staging events in which player would interact.

Maintaining an immense player database between games and updating the live story based on player's instructions on what their character is doing between games.

Unicorn Software & Computer Learning Center for Children  
Artist / Designer / Teacher  
1985 - 1988 (3 years)

Designed children's educational software to be both fun and educational

Sole designer & artist on most titles

After school tutoring of reading, math and computer programming

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## Education

College of Southern Nevada  
Photography & Creative Writing · (1995 - 1998)

University of Nevada-Las Vegas  
Computer Science · (1986 - 1988)